

ABSTRACT

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The present invention relates to a method for playing a game that involves placing bets on the registration of a game event performed by game members (1) capable of spatial displacement. The performance of the game event is registered using a technical system (2) and according to the spatial distribution of the mobile game members (1) relative to at least one system (3) which is used for estimating the game event and which is located in the same space. The game members (1) and the system (3) are not located on the Earth but in outer space, while the registration by the technical system (2) of the performance of the game event is carried out on the Earth. In a first embodiment of the device, the games consist of races. The game members (1) consist of spacecraft, while the system (3) is a naturally occurring object and the technical system sets the process of the game not on the Earth but in outer space and ensures the representation thereof on the Earth. According to a second embodiment of this device, the game members (1) consist of spacecraft, while the system (3) consist of one of said spacecraft or of a space debris. According to another embodiment of said device, the game members (1) consists of mobile objects moving at random in the outer space, while the system (3) consists of the outer surface of a spacecraft and the technical system (2) is arranged on the outer surface of the spacecraft.

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